



## PRELIMINARY OPERATING INSTRUCTIONS

LA BELLE INFO 152

L.E.D. PROGRAMMABLE MESSAGE DISPLAY

**La Belle** 

# PLEASE READ YOUR INSTRUCTIONS CAREFULLY

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## 1. INTRODUCTION

### INFO 152 FEATURES

The LaBelle Info 152 is the first of a new generation of L.E.D. programmable message displays. The Info 152 is made by LaBelle Industries, a company with over 40 years experience in electronic equipment manufacturing.

The Info 152 has a long list of features. Just a few of the highlights include:

- 15 characters of 2" height
- Full editing functions for easy message entry
- 1600 characters of memory in 5 separate message banks
- Power loss retention of messages
- 21 display functions for creating eye-catching messages
- Clock and calendar functions
- Wide character capability
- 2 speed operation
- 10 built in graphics
- Attractive aluminum case with woodgrain inserts
- Detachable, typewriter format keyboard, with instructions on back
- One year limited warranty

## 2. SETTING UP YOUR INFO 152

### UNPACKING

The packaging consists of a large shipping carton which contains the following items:

- Info 152
- Keypad with instructions on back
- Power Transformer (Packed in End Pad)
- Warranty Registration Card
- Instruction Manual

**Please save all packing material** in the event that reshipment of the unit is necessary.

Also, please fill out the enclosed warranty registration card and return it to:

La Belle Industries, Inc.  
510 South Worthington Street  
Oconomowoc, Wisconsin 53066

NOTE: If your La Belle Info 152 is recieved in a damaged condition, notify the carrier immediately, then call the Sales Department at:

La Belle Industries, Inc.  
414/567-9101

### **POWER CONNECTION**

Insert the single pin connector of the power transformer into its' mating socket located on the right hand side of the unit. Plug the power transformer into any 115 volt outlet.

### **KEYPAD CONNECTION**

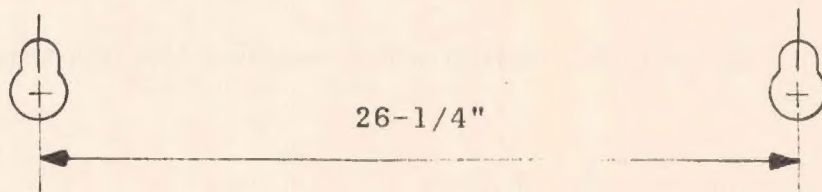
Insert the keypad connector into its mating socket on the right hand side of the Info unit.

CAUTION: The keypad connector is keyed, therefore it will only fit one way. **DO NOT FORCE THE CONNECTOR INTO SOCKET**

(On early production units the connector is not keyed. If the unit does not operate, reverse the keypad connector.)

### **MOUNTING**

The Info 152 can be wall mounted or hung from the ceiling. For wall mounting, two screw keyways are provided on the back of the unit (26-1/4" on center).



To hang, simply tip the unit upside down. This will release the two (2) end brackets. Care should be taken to prevent fingerprints on the red plexiglass display.

NOTE: Be sure that the mounting method you choose is strong enough to hold the unit securely.



### 3. KEYPAD OPERATION

#### SHIFT KEYS

The keypad characters and functions are printed in three (3) colors; black, white and gold. Keypad operation is similar to that of a typewriter. Characters or functions printed in **black** need simply be pressed to operate.

The large **white** **SHIFT** key, located on the lower left hand side, is used to enter characters or functions printed in white. You must press and hold the **SHIFT** key while pressing the desired white character or function.

The alternate shift key **ALT**, which is framed in **gold** and located above the **SHIFT** key, is used to operate any functions printed (or blocked) in gold. To use these functions, you must press and hold the **ALT** key, while pressing the desired gold function.

#### AUTO-REPEAT

Continuous holding of any character key, including space and 1/2 space will result in repeated entry of that particular key. The black right and left arrow keys and the **DELETE** key used for editing will also repeat automatically when held.

### 4. DISPLAY FUNCTIONS

#### BASICS

The Info 152 has 21 display functions of several different types. A message to be displayed on the Info 152 is made up of individual phrases that are always preceded by one of 16 functions. These include the two rotate functions and the fourteen screen functions. Phrases used with the rotates can be any length while a screen function will only display a single screenful of characters. The clock and calender functions can be used to display the time or date within a phrase. The **WIDE** and **SPEED** functions are used to change the size or speed of the characters.

The display functions are shown in the edit mode by using display codes of two underlined characters. These display codes are shown below with a description of each function.

#### ROTATE FUNCTIONS

Phrases used with the rotate functions can be any length

**ROT** ← - **RL** - Rotate Left

Message will rotate from right to left across screen

→ **ROT** - **RR** - Rotate Right

Message will rotate from left to right across screen



## SCREEN FUNCTIONS

Screen functions will only display one screenful of characters

**KICK → - KF - Kick Off**

Message exits display to the right one character at a time

**← KICK - KN - Kick On**

Message enters display from the right one character at a time

**WIPE - WP - Wipe**

Message covers preceding message from left to right

**OPEN - OP - Open**

Message expands from center of display

**CLOSE - CL - Close**

Message disappears to the center of display

**DROP - DR - Drop**

Preceding message drops down to reveal new message

**HOLD - HL - Hold**

Message is displayed for three seconds

**HOLD ↑ - HU - Hold Up**

Message is displayed for 1-1/2 seconds and then moves up off the screen

**HOLD ↓ - HD - Hold Down**

Message is displayed for 1-1/2 seconds and then moves down off the screen

**SCRL ↑ - SU - Scroll Up**

Message scrolls up from the bottom pushing off the preceding message

**SCRL ↓ - SD - Scroll Down**

Message scrolls down from the top pushing off the preceding message

**BLINK - BL - Blink**

Message blinks on and off six times and then holds for one second

**FLASH - FL - Flash**

Message flashes three times then holds for one second

**RANDOM - RM - Random**

Message randomly appears one dot at a time as the preceding message disappears

## WIDE FUNCTION

The wide function is used to display characters at twice their normal width for emphasizing certain words or phrases. When entering\* a message depress and hold the **ALT** key and depress **WIDE**. A small block of LED's will light in the upper left corner of the screen. This is to show that the wide function is "on". Any characters entered will now be displayed twice their normal width. To turn the wide mode off depress and hold the **ALT** key and depress **WIDE**. Any characters entered will be displayed in their normal size.

## CLOCK/CALENDAR FUNCTIONS

There are three clock/calendar functions that can be used to display the time of day, the day of the week or the date within a message. The clock/calendar stops if power loss occurs.\*\* This includes unplugging the power supply.

### **TIME - Time of Day**

When programmed within your message the current time is given in hours and minutes including AM or PM.

Example:

12:45 PM

### **DAY - Day of the Week**

Displays the current day of the week (SUNDAY thru SATURDAY) within a message. Since "WEDNESDAY" contains nine characters, some days include additional spaces to total nine characters.

### **DATE - Date (Month and Day)**

Displays the current month and day.

Example:

DEC 25

## SPEED FUNCTION

The speed function can be used to change the speed of the display between normal and fast speeds. When entering\* a message depress and hold the **ALT** key and depress **SPEED**. The display code **SF** will be displayed to indicate that the speed will change to fast. To return to normal or slow speed, depress and hold the **ALT** key and depress **SPEED**. The display code **SS** will be displayed to show the change in speed.

\* Refer to section 6, "To Enter a Message"

\*\* Refer to section 9, "To Set Time, Day or Date"



## 5. GRAPHICS

The Info 152 has 10 built in graphics characters that can be added to any message. To access a particular graphic depress and hold ALT and depress the desired graphic key ( G1 through G0 ). The graphic characters include:

- G1 - Heart
- G2 - Arrow Up
- G3 - Arrow Down
- G4 - Hollow Arrow Left
- G5 - Hollow Arrow Right
- G6 - Man
- G7 - Automobile
- G8 - Airplane
- G9 - Semi Truck
- G0 - Welcome in Script
- F1 - RESERVED FOR FUTURE USE
- F2 - RESERVED FOR FUTURE USE

## 6. TO ENTER A MESSAGE

### BASIC STEPS

The following steps are the basic ones needed to enter a message after the unit is powered and the keyboard is attached. To make a change to a message already entered refer to section 8, "To Edit a Message".

- STEP 1 - Depress and hold ALT , then depress NEW . Release both keys. The Info 152 will ask which memory you wish to enter, "M1 - M5?".
- STEP 2 - Depress and hold ALT , then select the desired memory, M1, M2, M3, M4 or M5. A display code indicating your selection will appear on the screen. (Display codes are not shown when the message is run.) Any message previously entered in the selected memory will be erased.
- STEP 3 - Depress and hold ALT , then select one of the fourteen screen functions or two rotate functions. Release both keys. The display code for the function you selected will appear on the screen.
- STEP 4 - Enter characters for that function. Remember that the screen functions will only display one screenful of characters.
- STEP 5 - Repeat steps 3 and 4 until your message is finished.



## EXAMPLES

### EXAMPLE 1. HELLO THERE

1. ALT + NEW
2. ALT + M1
3. ALT + ROT←
4. H E L L O (space) T H E R E
5. (fifteen spaces)
6. RUN

### EXAMPLE 2. TODAY'S SPECIAL / ONIONS / \$1.00 PER BAG / TODAY ONLY!

1. ALT + NEW
2. ALT + M2
3. ALT + ROT←
4. T O D A Y ' S (space) S P E C I A L
5. (fifteen spaces)
6. ALT + OPEN
7. ALT + WIDE
8. O N I O N S
9. SHIFT + (1/2 space)
10. ALT + FLASH
11. ALT + WIDE
12. SHIFT + \$
13. 1 . 0 0 (space) P E R (space) B A G (space)
14. ALT + SCRL↑
15. T O D A Y (space) O N L Y ! (space)
16. SHIFT + (1/2 space)
17. ALT + ROT←
18. (fifteen spaces)
19. RUN

### EXAMPLE 3. WELCOME / TO THE PARTY / THE TIME IS / (time of day)

1. ALT + NEW
2. ALT + M3
3. ALT + RANDOM
4. ALT + GO
5. (three spaces)
6. ALT + KICK→
7. ALT + GO
8. (three spaces)
9. ALT + ←KICK
10. T O (space) T H E (space) P A R T Y (space)
11. ALT + OPEN
12. T H E (space) T I M E (space) I S (space) (space)
13. ALT + RANDOM
14. ALT + TIME
15. (four spaces)
16. ALT + CLOSE
17. ALT + TIME
18. (four spaces)
19. RUN

## 7. TO RUN A MESSAGE

### BASIC STEPS

The following steps are the basic ones needed to run a message.

- STEP 1 - Enter the desired messages into memories M1 through M5. (Refer to section 6, "To Enter a Message")
- STEP 2 - Depress RUN. The last message entered or edited will begin to run. Depressing RUN again will restart the message.
- STEP 3 - Depress and hold ALT, then select one of the five memories, M1 through M5. The selected message will begin to run.
- STEP 4 - Repeat step 3 to run a different message.

### EXAMPLE

Before proceeding please enter the examples in section 6, "To Enter a Message".

- 1. RUN (the last message entered should run)
- 2. ALT + M1 (message #1 should begin running)
- 3. ALT + M1 (message #1 should restart from the beginning)
- 4. ALT + M2 (message #2 should begin running)
- 5. ALT + M3 (message #3 should begin)

## 8. TO EDIT A MESSAGE

### BASIC STEPS

The following steps are the basic ones needed to make changes to an existing message.

- STEP 1 - Depress and hold SHIFT and depress EDIT. A message that is running will stop at its current position.
- STEP 2 - Depress and hold ALT and M1 through M5 if the desired message is different than the one that was running.
- STEP 3 - Depress → to move forward through the message.
- STEP 4 - Depress ← to move backward through the message.
- STEP 5 - Repeat steps 3 and 4 to move to the area that requires changing



STEP 6 - To **INSERT** characters or display functions:

- A) Press and hold **ALT** and **INSERT** to start insert mode. (A small block of LED's will light up in the lower left corner of the screen).
- B) Add the desired characters and display functions
- C) Press and hold **ALT** and **INSERT** to stop insert mode. (Any characters or functions entered will now type over existing characters)

STEP 7 - To **DELETE** characters or commands:

- A) Repeat steps 3 and 4 to position unwanted character at the right end of the screen.
- B) Depress and hold **ALT** and **DELETE** to remove the character or function
- C) Repeat step B to delete additional characters.

STEP 8 - To Clear a portion of a message press and hold **ALT** and **CLEAR END**. This will erase entire message from the current position to the end.

## **EXAMPLES**

Before proceeding please enter the examples in section 6, "To Enter a Message".

EXAMPLE 1. Change "HELLO THERE" to "HELLO MARGE" in message #1

1. SHIFT + EDIT (the last message running should stop)
2. ALT + M1 (message #1 should now be ready to edit)
3. Use the right arrow (➡) to locate the "O" of "HELLO" at the right edge of the screen
4. (space)
5. M A R G E
6. RUN

EXAMPLE 2. Change "ONIONS / \$1.00 PER BAG / TODAY ONLY" to "APPLES / 10 CENTS EACH" in message #2

1. SHIFT + EDIT (the last message running should stop)
2. ALT + M2 (message #2 should now be ready to edit)
3. Use right arrow (➡) to locate OP at right edge of the screen
4. ALT + WIDE (wide mode is now "on")
5. A P P L E S
6. SHIFT + (1/2 space)
7. ALT + CLOSE
8. A P P L E S
9. SHIFT + (1/2 space)
10. ALT + WIDE (wide mode is now "off")
11. ALT + BLINK
12. 1 0 (space) C E N T S (space) E A C H (space)
13. ALT + RANDOM
14. (space)
15. ALT + CLEAR END (this clears out the rest of the old message)
16. RUN



EXAMPLE 3. Change "THE" to "OUR" in message #3

1. SHIFT + EDIT (the last message running should stop)
2. ALT + M3 (message #3 should now be ready to edit)
3. Use right arrow (➡) to locate "TO THE" at right edge of the screen
4. ALT + DELETE (this erases the "E")
5. ALT + DELETE (this erases the "H")
6. ALT + DELETE (this erases the "T")
5. ALT + INSERT (Insert mode is now "ON")
6. O U R
7. RUN

## 9. TO SET THE TIME, DAY OR DATE

### BASIC STEPS

The TIME, DAY and DATE can only be adjusted when either entering or editing a message. The following steps are the basic ones needed to reset the clock calendar.

### TIME

- STEP 1 - To enter the time into your message depress and hold ALT and depress TIME. (this is not necessary if your message already contains the time)
- STEP 2 - Use the arrows to locate the time at the right edge of the screen
- STEP 3 - The time should appear with AM or PM flashing
- STEP 4 - To change AM or PM press and hold SHIFT and the white up arrow (⬆)
- STEP 5 - To set the minutes press the left arrow (⬅), then press and hold SHIFT and press the up arrow (⬆) until the proper value is obtained.
- STEP 6 - To set the hour repeat step 5.
- STEP 7 - Pressing the left and right arrows allows you to move to different parts of your message. Pressing a character will cause that character to follow immediately after the time.

### DAY

- STEP 1 - To enter the day of the week into your message depress and hold ALT and depress DAY. (this is not necessary if your message already contains the day)



STEP 2 - Use the arrows to locate the day at the right edge of the screen

STEP 3 - The day should appear flashing

STEP 4 - To change press and hold **SHIFT** and the white up arrow (  $\uparrow$  )

#### DATE

STEP 1 - To enter the date into your message depress and hold **ALT** and depress **DATE**. (this is not necessary if your message already contains the date)

STEP 2 - Use the arrows to locate the date at the right edge of the screen

STEP 3 - The date should appear with the numbers flashing

STEP 4 - To change the date press and hold **SHIFT** and the white up arrow (  $\uparrow$  )

STEP 5 - To set the month press the left arrow (  $\leftarrow$  ), then press and hold **SHIFT** and press the up arrow (  $\uparrow$  ) until the proper value is obtained.

#### EXAMPLE

Before proceeding please enter example 3 in section 6, "To Enter a Message".

1. SHIFT + EDIT (the last message running should stop)
2. ALT + M3 (message #3 should now be ready to edit)
3. Use right and left arrows to locate the time at right edge of the screen. (AM or PM should be flashing)
4. SHIFT +  $\uparrow$
5. Repeat step 4 until AM/PM is correct
6.  $\leftarrow$  (The minutes should be flashing)
7. SHIFT +  $\uparrow$
8. Repeat step 7 until minutes are correct
9.  $\leftarrow$  (The hours should be flashing)
10. SHIFT +  $\uparrow$
11. Repeat step 10 until the hour is correct
12. RUN